



RULES OF PLAY & DEALING PROCEDURES

FEATURES:

- HOUSE - BANKED VERSION
- SHOOTOUT BONUS
- ENVY BONUS



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TEXAS SHOOTOUT

Rules of Play & Dealing Procedures, (House-Banked; **Shootout** Bonus; Envy Bonus)

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OVERVIEW

"Texas Shootout™," (the "Game"), is a modified derivative of the popular poker games "Texas Hold'em" and "Pineapple." Whereas Texas Hold'em and Pineapple are played solely in traditional player-funded poker rooms, the Game has two **versions**, one for traditional poker and one for house-banked casino table **games**. These rules of play and **dealing** procedures pertain to the house-banked table game version only.

The Game is played at a blackjack-style table, using six standard decks of 52 cards each, dealt from a shoe by a house dealer. After all players have **placed** their wager, the dealer deals to each player position and to themselves, four cards face down. Each player determines which two of their four cards they wish to play and discards the two unused cards. Then the dealer exposes the house hand and determines which **two** of the four cards they will play according to a predetermined "house-way" strategy.

Next, the dealer deals five cards, face up, in the **center** of the table. These five cards are common cards and, in addition to their two-card hand, are **used** by all players and the dealer to make the best possible five-card poker hand. The object of the Game is for the player to have a higher ranking poker hand than the dealer. Since six decks **are** used, the five-card poker hand **rankings** are modified from the **standard** poker **rankings** and are depicted in paragraph #11 and are posted at each table. If a player has a higher hand than the dealer, they are paid even money on their wager. If the player's hand is lower than or equal to the dealer's hand, the player loses their wager.

There are two variations to the basic game play described above. First, in the event a player wishes to split their initial **four** cards into two, two-card hands, they may do so at any time. To do so the player must match their original wager, and play both hands. Second, there is an optional independent side-bet wager, known as "Shootout Bonus™", whereby a player attempts to obtain one of several predetermined poker **rankings** and is paid **odds** according to the ranking obtained. If the player's **Shootout** Bonus wager is at least five dollars, they qualify for the "Envy Bonus" feature. The Envy Bonus is paid to a player if any other hand, (excluding the dealer's hand), contains any of certain pre-determined arrangement of cards.

DEALING PROCEDURES

1. The dealer **begins** by **shuffling** six standard 52-card decks. New **decks** shall be **inspected** in accordance with standard house inspection procedures. The shuffled decks are cut by a player using a **blank** 'cut' card." The dealer inserts the cut card approximately **1** deck from the last card and places the cards into the **shoe**. The dealer deals the first card out of the shoe and places it directly into the discard receptacle. This is known as 'burning' a card."
2. Players place the required primary wager **within** the designated bet spot on the table layout. By house rule, players may or may not wager on more than one bet spots. Their **wager(s)** must be within the posted minimum and **maximum** wager limits determined by the house. In addition, players may place the optional **Shootout** Bonus wager in the bet spot on the table layout labeled "Shootout Bonus." The amount of the **Shootout** Bonus **wager(s)** must similarly be within the posted minimum and **maximum** limits determined by the house for the **Shootout** Bonus. For any **Shootout** Bonus wager that is at least **five** dollars, the dealer places an 'Envy Bonus' lammer on top or in front, (as determined by house rule), of the **Shootout** Bonus wager signifying that the player's hand qualifies for the Envy Bonus payable.
3. **After** all wagers are placed, **the** dealer deals four cards, face **down**, to each player's position and to themselves, in a clockwise rotation beginning with the player on the dealer's immediate left.

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4. Each player determines which two cards they desire to play. *(Since the Game is played with six decks, the advantage a player may have in observing other player's cards is minimal. Therefore, it is not imperative that players conceal their cards.)* The two cards selected for play are placed face-up on the table layout **directly** in back of the player's wager. The discarded two cards are placed face-down in **front** of each player's designated betting area. The discarded cards are designated as 'the muck.' Once cards are mucked they are considered **"dead"** and may not be replayed or retrieved.
5. In the event a player receives any four-card **hand** they wish to split into two, two card hands, they may do so at any time. A player who wishes to split their hand places all four cards **face-up** in front of **them**. The dealer instructs the player to match their original wager of an equal amount and to separate their four cards into two distinct two-card hands. If the player originally placed the optional **Shootout Bonus** wager, they may match that wager to play the **Shootout Bonus** for both hands.
6. After every player has selected their hand, **the** dealer collects all cards mucked and places the discarded cards face-down into the discard receptacle.
7. The dealer exposes their four card hand **face-up** on the table layout directly in front of them. The dealer selects two cards to play and two cards to discard according to a pre-determined "house-way" strategy. The dealer must play by the "house-ways" which are available for inspection by **any** player. In the event a player determines the dealer's hand is not set according to **"house-ways,"** they may challenge the dealer's selection. Either the dealer or a table game supervisor must reset the house **hand** to conform to the "house-way" strategy.
8. After the dealer has selected their hand, their discarded cards are placed face-down into the discard **receptacle**.
9. Next, the **dealer** deals five cards face-up in the center of the table. These five cards are known as the **"flop"** and are used as **common** cards to form both the dealer's and each player's hand.
10. **The** dealer and each player will use any combination of their two cards and the five cards on the flop to **make** the best possible five card **poker** hand.
11. The ranking of **hands** from best to worst is as follows:
 - a. Five-of-a-Kind, Suited
 - b. Straight Flush, (A-K-Q-1-10 is the highest and A-2-3-4-5 is the lowest straight flush.)
 - c. Five-of-a-Kind
 - d. Four-of-a-Kind
 - e. Full House
 - f. Flush
 - g. Straight, (A-K-Q-1-10 is the highest and A-2-3-4-5 is the lowest straight.)
 - h. Three-of-a-Kind
 - i. Two Pair
 - j. One Pair
 - k. High **Card**

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Note that a flush can be composed of pairs or triplets, which are ignored. For example, the following are valid flushes:

K♥-9♥-7♥-7♥-5♥
Q♣-Q♣-6♣-6♣-3♣
J♠-8♠-8♠-8♠-2♠

Q♣-Q♣-6♣-6♣-3♣ beats J♠-8♠-8♠-8♠-2♠.
K♥-9♥-7♥-7♥-5♥ beats both Q♣-Q♣-6♣-5♣-3♣ and J♠-8♠-8♠-8♠-2♠.

12. If a player has a higher ranking hand than the dealer, their hand is declared a winner. If a player has a lower hand, or one that is equal to the dealer, it is declared a loser. Beginning with the player on the dealer's immediate right and continuing in a counter-clockwise rotation, the dealer shall determine whether each player's hand is a winner or loser and takes or pays each player's wager. Winning wagers are paid one-to-one odds, also referred to as 'even money.'
13. If a player originally made the optional **Shootout Bonus** wager, the dealer also determines whether or not the player's hand qualifies to receive the bonus payment. If it does, the dealer pays the player according to the odds posted at the table. If a player's hand does not qualify, the dealer collects the **Shootout Bonus** wager. The **Shootout Bonus** wager has no bearing on the primary wager and vice-versa. A player can win on one and lose on the other.
14. After all wagers have been settled, the dealer collects all remaining cards and places them face-down into the discard receptacle and the next round of play begins. Play continues in this fashion until the cut card is reached, at which time the dealer shall only use the remaining card(s) to complete the hand. The cards are then reshuffled as described in paragraph #1.

HOUSE WAYS

1. Highest Pair, 8's or Better
2. Ace - Jack or Better
3. Any Pair, Suited
4. Any Pair, Unsuited
5. Ace High, **Suited**
6. Ten - Jack or **Better**, Suited
7. Ten - Jack or Better, Unsuited
8. Ace High, Unsuited
9. Face Card High, Suited
10. Face Card High, Unsuited
11. **Connected** Cards, Suited
12. Connected Cards, Unsuited
13. Two Highest **Cards**, Suited
14. Two Highest Cards, Unsuited

In the event the dealer's initial hand consists of Four-of-a-Kind involving two suited pairs, (e.g. 8 - 8♣-8♣-8♣), the decision on which suited pair to play shall be based on the alphabetical ranking of the suit, (e.g. Clubs; **Diamonds**; **Hearts**; Spades). In the preceding example, the 8♣-8♣ would be selected and the 8♥-8♥ discarded.

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SHOOTOUT BONUS™

In addition to the poker hand bet, a player has the option to place a side-bet before the hand is dealt. The winning hands and payoff odds are determined by whichever of the below paytables the house is using:

HAND TYPE	Paytable A	Paytable B	Paytable C	Paytable D	Paytable E
5 of a Kind, Suited	5000	1000	1000	1000	1000
Royal Flush	500	200	200	200	200
Straight Flush	100	75	75	75	75
5 of a Kind	50	40	40	40	40
4 of a Kind	5	7	7	7	7
Full House	3	3	3	3	3
Flush	2	2	2	2	2
Straight	1	1	2	1	2
3 of a Kind	Lose	Lose	Lose	Push	Push

If a player splits their hand, they have the option to place another bet on the split hand equal to their original Shootout Bonus wager. The payoff amount may be limited by the house if a maximum payout and/or aggregate amount is posted by the house in accordance with gaming regulations.

ENVY BONUS

In the event a player's Shootout Bonus wager is at least five dollars, they also qualify for the Envy Bonus. The Envy Bonus is paid to a player if any hand, other than the hand corresponding to their Shootout Bonus wager or the dealer's hand, contains one of the following pre-determined arrangement of cards, and again the example being used below is based on the house using Paytable B:

Hand Type	Pays
5 of a Kind, Suited	\$1000
Royal Flush	\$250
Straight Flush	\$50
5 of a Kind	\$10

Only the highest hand each round qualifies for the Envy Bonus.

Example #1:

At the conclusion of play, the following wagers and cards are displayed:

- Player #1 has a \$5 wager and holds A♣-6♣.
- Player #2 has a \$5 wager and holds A♥-K♥.
- Player #3 has a \$3 wager and holds 8♦-8♥.
- Player #4 has a \$5 wager and holds 2♣-8♣.
- The five common cards on the flop are K♣-Q♣-J♣-10♣-9♣.

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The players are determined to have the following hand rankings:

- The highest hand is held by Player #1 who has a Royal Flush, (**A♠-K♠-Q♠-J♠-10♠**).
- Players #2, #3, & #4 play the board, (the five common cards), which contains a Straight Flush, (**K♠-Q♠-J♠-10♠-9♠**).
- Player #4 also has an additional Straight Flush, (**Q♠-J♠-10♠-9♠-8♠**), but because it is not their best hand possible, it is ignored and they play the board.

Players receive the following awards, as based on **Paytable B** being displayed by the house:

Player #1 receives \$1000, (\$5 x 200 to 1), for their **Shootout Bonus**. Since they have the highest hand possible, they do not receive an **Envy Bonus**.

Players #2 & #4 each receive \$375, (\$5 x 75 to 1), for their **Shootout Bonus**, and \$250 for their **Envy Bonus** due to Player #1's Royal Flush.

Player #3 receives \$225, (\$3 x 75 to 1), for their **Shootout Bonus**, but receives no **Envy Bonus** since their side bet was not at least \$5 and therefore did not qualify.

Should a player split their hand, then both hands not only can qualify for the **Envy Bonus** but also are used for qualifying purposes for other players.

Example #2:

Prior to play, Player #1 wagers \$5 on the **Shootout Bonus**. During the course of play they receive **A♠-A♥-K♥-K♥** and decide to split their hand into two hands, **A♠-A♥** and **K♥-K♥**. They add an additional \$5 **Shootout Bonus** wager for the second hand.

At the conclusion of play, the following wagers and cards are displayed:

- Player #1 has a \$5 wager and holds **A♠-A♥** in their first hand, **(1A)**.
- Player #1 has a \$5 wager and holds **K♥-K♥** in their second hand, **(1B)**.
- Player #2 has a \$5 wager and holds **J♠-10♠**.
- Player #3 has a \$3 wager and holds **84-84**.
- Player #4 has a \$5 wager and holds **2♠-8♠**.
- The five common cards on the flop are **K♠-K♠-K♥-10♥-9♥**.

The players are determined to have the following hand rankings:

- The highest hand is held by Player #1's **(1B)** hand, which possesses Five-of-a-Kind, (**K♥-K♥-K♠-K♠-K♥**).
- Player #1's **(1A)** hand is a Full House, (**K♠-K♠-K♥-A♥-A♥**).
- Player #2 has a Full House, (**K♠-K♠-K♥-10♥-10♠**).
- Player #3 has a Full House, (**K♠-K♠-K♥-8♥-8♠**).
- Player #4 plays the board, and has Three-of-a-Kind, (**K♠-K♠-K♥-10♥-9♥**).

Players receive the following awards:

- Player #1's **(1A)** hand receives \$15, (\$5 x 3 to 1), for their **Shootout Bonus**, and \$10 for their **Envy Bonus** based upon the Five-of-a-Kind in their **(1B)** hand.
- Player #1's **(1B)** hand receives \$200, (\$5 x 40 to 1), for their **Shootout Bonus**, and no **Envy Bonus** since this is the highest hand possible.
- Player #2 receives \$15, (\$5 x 3 to 1), for their **Shootout Bonus**, and \$10 for their **Envy Bonus** based upon the Five-of-a-Kind in Player #1's **(1B)** hand.

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- **Player #3** receives \$9, (\$3 x 3 to 1), for their **Shootout Bonus**, but receives no Envy Bonus **since** their side bet was not at **least** \$5 and therefore did not **qualify**.
- **Player #4** **loses** their **Shootout Bonus** wager since they did not have at **least** a Straight, but receives \$10 for their Envy Bonus based upon the Five-of-a-Kind in **Player #1's (1B)** hand.

In the event the board represents the highest hand on the **table**, none of the **players** will receive the Envy Bonus.

Example #3:

At the conclusion of play, the following wagers and cards are displayed:

- **Player #1** has a \$5 wager and holds 6♣-6♣.
- **Player #2** has a \$5 wager and holds A♥-K♥.
- **Player #3** has a \$3 wager and holds 8♠-8♠.
- **Player #4** has a \$5 wager and holds 2♣-8♣.
- The five common cards on the flop are K♠-Q♣-J♣-10♣-9♣.

Since the board's five cards are a King-high, Straight **Flush**, and none of **players'** cards can improve upon the board's hand, **all players play** the board.

Players receive the **following** awards:

Players #1, #2 & #4 receives \$375, (\$5 x 75 to 1), for their **Shootout Bonus**. Since they have the **highest** hand **possible**, they do not receive an Envy Bonus.

Player #3 receives \$225, (\$3 x 75 to 1), for their **Shootout Bonus**. **Player #3** does not receive an Envy Bonus since their side bet was not at **least** \$5, but **also** because like the other **players**, they had the highest hand.

[END OF RULES OF PLAY AND DEALING PROCEDURES.]

Mark Harris
WSGC

October 6, 2005

Dear Mark:

This letter is in response to the request of several cardrooms in Washington that desire to run Texas Shootout High Hand promotions. These High Hand promotions have shown to be very successful. We are delighted that many casinos have become creative in order to stimulate more business. We at Galaxy Gaming certainly give our approval to any licensed cardroom wishing to run High Hand promotions on Texas Shootout. If you have any further questions feel free to call me at 206-915-5963.

Yours truly,

Gary Saul
Regional Manager
Galaxy Gaming

Mark Harris
WSGC

December 9, 2005

Dear Mark:

This letter is in response to cardrooms in Washington that desire to run a Texas Shootout Promotion whereby a player receives a specified payoff on either a high hand or low hand. We are delighted that many casinos have become creative in order to stimulate more business. We at Galaxy Gaming certainly give our approval to any licensed cardroom wishing to run these specific promotions. If you have any further questions feel free to call me at 206-915-5963.

Yours truly,

Gary Saul
Regional Manager
Galaxy Gaming